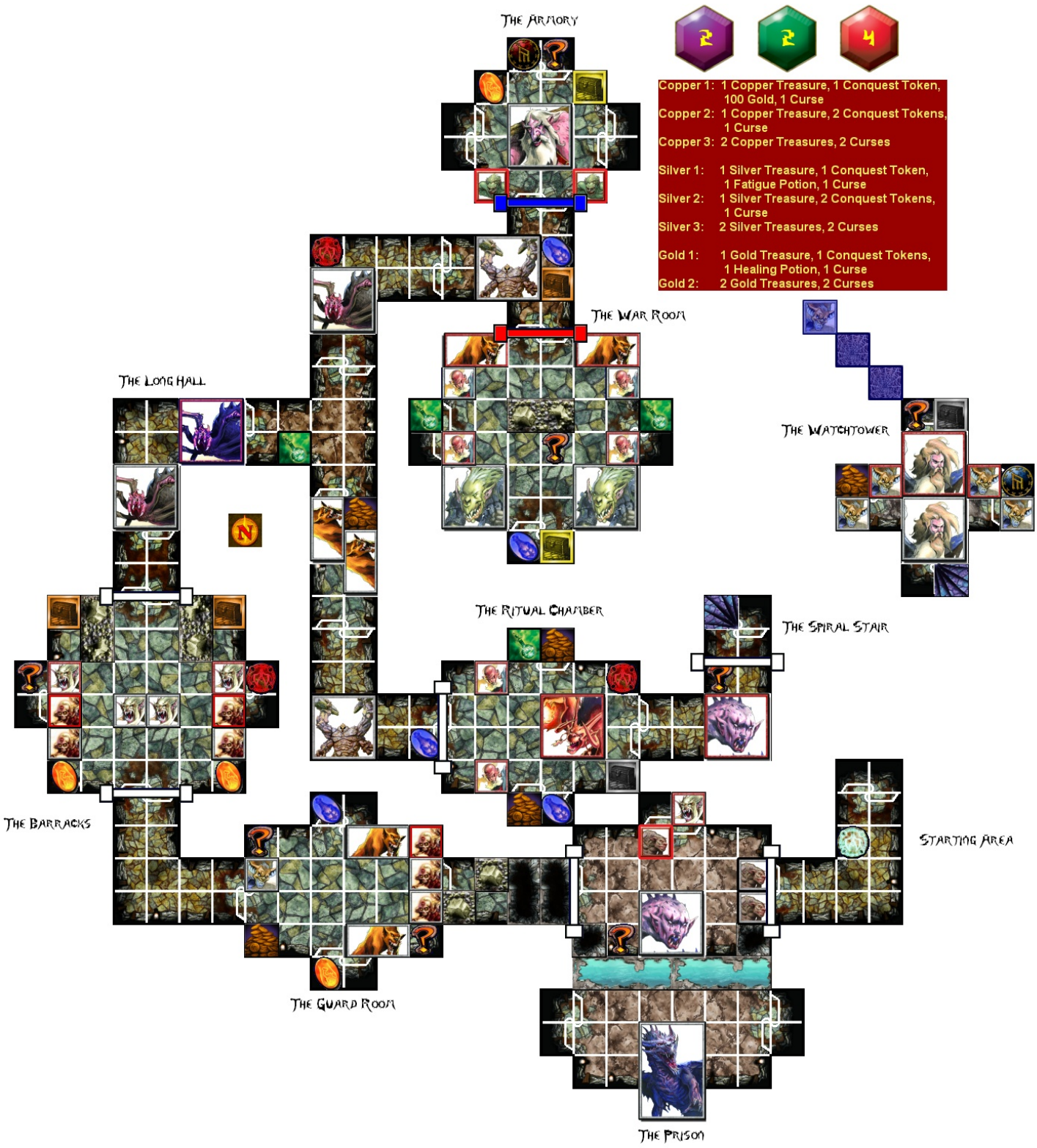
THE ARMORY
THE WAR ROOM
THE LONG HALL
THE WATCHTOWER
THE RITUAL CHAMBER
THE SPIRAL STAIR
THE BARRACKS
STARTING AREA
THE GUARD ROOM
THE PRISON
N
2
2
4
Copper 1: 1 Copper Treasure, 1 Conquest Token, 100 Gold, 1 Curse
Copper 2: 1 Copper Treasure, 2 Conquest Tokens, 1 Curse
Copper 3: 2 Copper Treasures, 2 Curses
Silver 1: 1 Silver Treasure, 1 Conquest Token, 1 Fatigue Potion, 1 Curse
Silver 2: 1 Silver Treasure, 2 Conquest Tokens, 1 Curse
Silver 3: 2 Silver Treasures, 2 Curses
Gold 1: 1 Gold Treasure, 1 Conquest Tokens, 1 Healing Potion, 1 Curse
Gold 2: 2 Gold Treasures, 2 Curses

Fan Created Scenario.

Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

The Traitor

By Kkatman

Before the game, discreetly remove Sir Valadir from the selection of hero cards.

Scenario Background

When you awoke this morning, you were surprised to see the King's Knights in town, and amongst them Sir Valadir, a former adventurer who now serves at the pleasure of the King as his Champion.

Spotting some familiar faces, Sir Valadir approaches you. "Good morning, old friends! It is good to see you healthy. And clean, for once." He grins warmly, but then his smile falters. "I wish I met you under fairer circumstances. But..." He looks around cautiously, then turns back to you, speaking in hushed tones.

"The Princess has hatched designs to ally our Kingdom with the Dragons. Last evening, there was to be a secret meeting between herself and a representative sent by the Dragons." Sir Valadir looks around again, and pastes on a jovial smile as he waves to some of the other knights looking your way.

Turning back to you, all traces of the smile are gone and his voice is gravely serious. "The Dragon's representative, Baraxis, never made it. It would seem that enemies of the empire are very much afraid of such a union and have captured Her. The Dragons are threatening retribution if the King does not provide a rescue.

"Unfortunately, there are many within the kingdom that do not look well upon this proposed alliance, and -- as the meeting was a guarded secret -- the King fears that there is a traitor in His highest ranks, so He dares not send His own forces.

"I have learned where the Dragons' representative is being held, and obtained a map of the stronghold. In the name of King and Country, I ask you to rescue Her, and bring justice those responsible."

Mission Goals

Rescue the Baraxis and return Her, healthy and whole. If possible discover who is behind Her kidnapping and put them to the sword. If you can activate any of the Glyphs of Transport in the enemy stronghold, all the better.

You start with five Conquest Tokens. If you lose all your Conquest Tokens before you have finished these tasks, the enemy will have triumphed and all hope for the princess's alliance will be lost.

Starting Area

Before you towers a fortress of solid stone set high upon a forlorn hill. A cold breeze blows clouds across the sun. Dead trees creak as they sway. A storm is coming. You search for a way in. The forbidding, massive iron doors are solidly locked, but you find another door slightly ajar in the rear shadows of the stronghold, with steps leading down.

Prison

The Dragon in this room is Baraxis. She will not move or attack.

You have opened the door to a large, dank prison. Heavy chains hang from the stone walls, cobwebs cling to the corners, moss coats the floors and cracks. Across half the room, a trough of water glows mystically, creating a shimmering barrier that it seems not even the monsters can cross.

And yes, there are monsters.

The water here is magical, preventing monsters and even acrobatic heroes from crossing.

Important: When a hero ends her movement on the encounter marker:

You spot a strange glyph on the floor here. When you touch it, the glyph hums with magical life. A grinding vibration fills the prison as stones shift and the glowing water is emptied into the pits on either side of the room.

Remove the water from the room. The heroes receive two Conquest Tokens for freeing Baraxis.

Important: Once the heroes are alone in the room with the Dragon Baraxis:

The Dragon Baraxis smiles thankfully at you -- a Draconic smile filled with razor-sharp teeth that is anything but comforting -- and steps forward out of Her cell.

"The Sorcerers of Nerekhall have made pacts with demons in the hopes of overthrowing your kingdom. I do not know how they knew of my travel route, but I do know how they defeated me. One such demon, Krayzen, is with them here, and has forged for them Dragonbane Runes, which have stolen my power. I will not leave this place until all of those runes are destroyed, as is the demon who created them!"

Important: The Dragon Baraxis joins the party.

The players treat Baraxis as an extra character. Baraxis has all the normal statistics of a Dragon, except that She currently has no dice and thus cannot attack. Baraxis may "Run" or "Advance" as a hero, but may not perform "Battle" or "Ready" actions. Heroes can move through Baraxis just as they can move through other heroes.

Baraxis gains treasures and gold just as a hero. However, as Baraxis is a greedy Dragon, She will not trade the treasures She gains except in exchange for treasures of greater value or for treasures which she can equip and that are beneficial to Herself.

For purposes of equipping treasure, Baraxis has no hands and cannot equip armor. She can still equip two Other items, as well as potions, and can carry items in Her "pack". Using healing runes costs Baraxis double movement points but no fatigue.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

Any time Baraxis is slain, the Overlord removes four Conquest Tokens from the heroes and Baraxis is sent to town like any other hero. She can return through a Glyph of Transport so long as there is sufficient space.

The merchants and healers in town will not sell, buy or barter directly with the Dragon. Because of this, while other heroes can buy and sell potions and equipment for Her, Baraxis cannot buy new skills or training, nor purchase healing at the temple.

Barakis cannot open doors or chests.

Guard Room

The floor beyond drops off into a huge pit. You can see stones and the skeletons of former prisoners littering the bottom. Across from you is the guard's room. Between the barricades, you see skeletal archers, alerted by the activation of the prison glyph, moving into positions to fire at you.

Jumping the pit takes five movement points.

Important: If a hero ends her movement on the east encounter marker:

You find a lever on the wall, engraved with odd symbols. When you pull it, massive stones levitate up from the pit, forming a bridge, and the barricades lower, clearing the way.

Remove the pit and rubble markers from the eastern hallway.

Important: When a hero ends her movement on the west encounter marker, she finds and destroys one of the Dragonsbane Runes.

Baraxis now has one blue dice and can make attacks.

Barracks

The door opens into the stronghold barracks. Lively, brutal discussions fall silent as the occupants all turn to stare at you.

Disgusting, rat-infested piles of hay line the walls, serving as beds for the beastmen and worse who provide this fortress' defense. Chests in the far corners hold the equipment of the captains. Fortunately for you, they don't have time to unlock them before attempting to rip you to bloody shreds.

Important: When a hero ends her movement on the encounter marker, she finds and destroys one of the Dragonsbane Runes.

Baraxis now has one blue and one yellow dice.

The Long Hall

Flickering torches cast gloomy light into the dusty and web-covered halls. You can hear the thudding of distant, heavy footsteps, and the arachnid clacking of much closer dangers.

Ritual Chamber

A scream of soul-tearing horror fills the hallway and is rudely cut short as you reach for the door.

Within, eldritch candles burn, casting light in unholy hues across black marble pillars and the carved faces of mortal creatures screaming in agony. Two Sorcerers of Nerekhall stand in a coven circle along with the demon Krayzen, one of them lifting a bloody dagger from the sacrificial corpse of a freshly slain young elven maiden.

The demon looks up at you and his eyes read your sins. You can hear the wails of the damned wrapping about him like a cloak. And they beckon you. Behind you, Baraxis roars in fury!

Important: The demon in this room is Krayzen. Krayzen has the normal statistics of a master demon except as noted below:

Krayzen has +2 wounds per hero (including Baraxis).
Krayzen's abilities are Aura, Sorcery 4, Fear 2 and Fly.

The naga in this room has been bound by Krayzen to protect the Dragonbane Rune next to it, and will not move until Krayzen is dead.

The heroes gain two Conquest Tokens for defeating the demon.

Important: When a hero ends her movement on the encounter marker, she finds and destroys one of the Dragonsbane Runes.

Baraxis now has one blue and two yellow dice.

Spiral Stairs

Through the door, stone steps, wet and slick, spiral upwards through a narrow shaft -- too narrow for Baraxis to follow. She bids you to go on, sensing another of the Dragonsbane Runes hides through the gloom above. She will stay behind as a guard.

Watchtower

You emerge into the fury of a storm atop the stronghold's largest watchtower! Rain surges from dark, angry skies, pelting your face and soaking you to the skin. Wind batters at you, threatening to blow you off the tower.

This tower once served as a defensive platform for archers to fire volleys of arrows or giants to hurl massive stones. Now it serves as a roost for the fortress' airborne monsters!

The razorwings and manticores in this room can fly, presenting an airborne threat to the heroes. However, in this storm, they dare not move more than three spaces from the tower. To represent flying targets, when one of these monsters flies off the tower, use web tokens to display its distance and orientation from the floor of the watchtower (as shown with the blue webs and razorwing).

The storm creates adverse conditions for ranged combatants. When making a Ranged attack, the attacker must spend one surge to prevent the wind from whisking her shot to parts unknown, causing a miss. This plagues heroes and the manticore alike.

Important: When a hero ends her movement on the encounter marker, she finds and destroys one of the Dragonsbane Runes.

Baraxis now has full dice for a Dragon.

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.

Armory

You have found the armory! High-quality weapons, armor and magical items are yours for the taking! Well, if you can get past the giant guarding them, that is.

Important: When a hero ends her movement on the encounter marker, she finds and destroys the last of the Dragonsbane Runes.

Baraxis now has all the statistics and abilities of a master Dragon.

Replace the white Dragon figure with a red Dragon figure for Baraxis.

Although a named monster, Baraxis has no changes to Her statistics or printed abilities. However, She retains the unique ability to carry and use equipment as detailed in the "Prison" area.

The heroes gain two Conquest Tokens for fully restoring Baraxis.

War Room

The red rune-locked door slides open, revealing the stronghold's War Room. Campaign banners hang from the ceiling. Paintings of war and statues of renowned monsters and military heroes line the walls. The Sorcerers of Nerekhall have gathered about a table covered with maps and figures, plotting.

As you enter, they jump up, moving back against the walls as they ready their magic amulets and staves. Left standing in the center, on the other side of the battle table, is one of the King's Knights! The traitor! And it's...

Sir Valadir?

"I'm sorry, my old friends," he speaks, seeing you. "But I've spent my life slaying Dragons. I know Them, and They are foul, evil beasts driven by nothing but greed and a lust for blood.

"The Princess, may the gods bless her, means well. But She is about to hand over our kingdom to monsters. This can not be allowed."

As he raises his sword against you, his voice is mournful.

"You do understand, don't you?"

Replace the encounter marker with the figure of Sir Valadir.

Important: Sir Valadir has following statistics below:

Sir Valadir has a 3 movement,16 wounds, and 6 armor.
Sir Valadir rolls one red die, two green dice and a black die.
Sir Valadir's abilities are +2 Damage, Pierce 3, Command and Sweep.
Sir Valadir is immune to the Breath ability.

Important: Sir Valadir does not gain bonus dice from Doom cards.

If Baraxis should breathe on Sir Valadir:

Sir Valadir holds up his glimmering golden shield, and the fiery breath turns to a bluster of wind about him! "Surely you didn't think I survived all those adventures without something to show for it!" He laughs. "Or that I'd dare imprison a Dragon if I had anything to fear from Its power!"

Important: If the heroes kill Sir Valadir:

The final blow struck, Sir Valadir falls to his knees. His golden shield drops to the floor where it shatters as he clutches his mortal wound.

"All I ever wanted was to protect my country!" he gasps through bloody lips. "Mark my words, this alliance will be the end of us. You cannot play truce with Dragons."

The traitor knight's body crashes, lifeless, to the floor.

The heroes receive three Conquest Tokens. Their quest is successful!

Fan Created Scenario.
Descent: Journeys in the Dark is copyright 2005-2006 Fantasy Flight Publishing. All images are used with permission.